MASS EFFECT 2 GALACTIC CHECKLIST

By Teryx – Version 1.7 – January 24th 2012

Name: _____ Shepard

Class: _____

Playthrough: _____

Missions marked with a (!) symbol may be different (or may not even be available!) depending on choices made in the first Mass Effect.

Thanks for downloading this file. I hope it helps you keep track of your game and experience and enjoy each of your playthroughs of Mass Effect 2 to the fullest. Please feel free to contact me with any corrections, suggestions or requests by e-mailing me at at me_checklist@teryx.oib.com.

- Teryx

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Latest version and updates can always be found at **http://masseffect.shockfront.net**

Missions/Assignments

Mission	Found	Done
Loyalty Missions (Become available for recruited squad mates after completing *Horizon*)		
Jacob: The Gift of Greatness **Takes Place:** Rosetta Nebula > Alpha Draconis System > 2175 Aeia **Upgrades:** Heavy Pistol Damage (*Heavy Pistol*)	○	☐
Miranda: The Prodigal **Takes Place:** Crescent Nebula > Tasale System > Illium **Upgrades:** Submachine Gun Damage (*Submachine Gun*); Medi-Gel Capacity (*Eclipse Merc*)	○	☐
Jack: Subject Zero **Takes Place:** Nubian Expanse > Dakka > Pragia **Upgrades:** Biotic Damage (*Research Terminal*)	○	☐
Mordin: Old Blood **Takes Place:** Krogan DMZ > Aralakh > Tuchanka **Upgrades:** Krogan Vitality (*Research Terminal*); Heavy Weapon Ammo (*Research Terminal*)	○	☐
Grunt: Rite of Passage **Takes Place:** Krogan DMZ > Aralakh > Tuchanka **Upgrades:** Shotgun Damage (Reward)	○	☐
Garrus: Eye for an Eye **Takes Place:** Serpent Nebula > Widow > The Citadel **Upgrades:** Sniper Rifle Damage (*Terminal*)	○	☐
Samara: The Ardat-Yakshi **Takes Place:** Omega Nebula > Sahrabarik > Omega **Upgrades:** Assault Rifle Damage (*Assault Rifle*) **Notes:** Choosing Morinth automatically grants her loyalty	○	☐
Tali: Treason **Takes Place:** Valhallan Threshold > Raheel-Leyya > The Migrant Fleet **Upgrades:** Geth Shield Strength (*Monitor*); Tech Damage (Reward if Tali is found not guilty)	○	☐
Thane: Sins of the Father **Takes Place:** Serpent Nebula > Widow > The Citadel **Upgrades:** Heavy Pistol Damage (*Datapad*)	○	☐
Legion: A House Divided **Takes Place:** The Phoenix Massing > The Sea of Storms > Heretic Station **Upgrades:** Geth Shield Strength (*Geth Terminal*)	○	☐
DLC **Zaeed: The Price of Revenge** **Available:** Upon recruitment **Takes Place:** Ismar Frontier > Faia > Zorya **Upgrades:** Heavy Weapon Ammo (Paragon path only – *Research Terminal*); Assault Rifle Damage (Renegade path only – *Research Terminal*) **Weapons:** M-451 Firestorm (Heavy Weapon)	○	☐
DLC **Kasumi: Stealing Memory** **Available:** Upon recruitment **Takes Place:** Serpent Nebula > Boltzmann > Bekenstein **Upgrades:** Tech Damage (*Research*) **Weapons:** M-12 Locust (SMG)	○	☐
Location Assignments		
Normandy SR-2		
Normandy: FBA Couplings **Acquired:** Speak to Kenneth Donnelly or Gabriella Daniels on the engineering deck	○	☐
Normandy: Serrice Ice Brandy **Acquired:** Speak to Dr. Chakwas in the Medical Bay **Upgrades:** Medi-Gel Capacity (Reward)	○	☐
Normandy: Special Ingredients **Acquired:** Speak to Mess Sergeant Garner on the crew's quarters deck	○	☐
Omega		
Omega: Batarian Bartender **Acquired:** Buy a drink from Forvan, the bartender in the lower level of Afterlife	○	☐
Omega: Packages for Ish **Available:** After *Horizon* **Acquired:** Speak to Ish across from Afterlife **Known Bug:** Using the Charm options will complete the mission but leave it open in the Journal	○	☐
Omega: Struggling Quarian **Acquired:** Speak to Kenn at Kenn's Salvage **Notes:** If you arrange for a discount with Kenn, buying Kenn's ticket or having Harrot buy him out will lead to Kenn leaving, and your discount will be null	○	☐
Omega: The Patriarch **Available:** After completing the Archangel or the Professor recruitment mission **Acquired:** Speak to Grizz in Afterlife	○	☐
Omega: Archangel: Deliver Datapad **Available:** During the Archangel recruitment mission **Acquired:** Upon finding the datapad with the *Message from Tarak*, near Jaroth	○	☐
Omega: The Professor: Missing Assistant **Available:** During the Professor recruitment mission **Acquired:** Upon first speaking to Mordin	○	☐
The Citadel		
Citadel: Crime in Progress **Acquired:** Speak to Lia'Vael nar Ulnay on level 26 **Notes:** There is additional dialogue if Tali and Garrus are in the squad	○	☐
Citadel: Found Forged ID / False Positives **Acquired:** Speak to Kalara Tomi on level 27 (left after exiting the C-Sec office) or by finding a Forged ID during *Garrus: Eye for an Eye.* Cannot be completed until after *Thane: Sins of the Father.*	○	☐
Citadel: Krogan Sushi **Acquired:** Walk past the two krogans on level 27	○	☐
Illium		
Illium: Blue Rose of Illium **Acquired:** Speak to the Asari shopkeeper near the Memories of Illium store	○	☐
Illium: Conrad Verner (!) **Available:** Depending on how your imported character handled *Citadel: The Fan* **Acquired:** Speak to Conrad Verner at the Eternity Bar	○	☐
Illium: Gianna Parasini (!) **Available:** Depending on how your imported character handled *Noveria: Geth Interest* **Acquired:** Speak to Gianna Parasini	○	☐

Illium: Indentured Service
Available: Will only appear if Conrad Verner is not in Eternity, either by resolving *Illium: Conrad Verner* or by him not being in the game
Acquired: Speak to the asari slave broker in the Eternity Bar

Illium: Liara: Systems Hacking
Acquired: Speak to Liara in her office

Illium: Liara: The Observer
Acquired: After completing *Illium: Liara: Systems Hacking*

Illium: Medical Scans (1)
Acquired: Speak to the Zhu's Hope colonist/Shiala, depending on how your imported character handled the missions on Feros

Illium: The Assassin: Salarian Family Data
Available: During Thane's recruitment mission
Acquired: Upon finding the datapad in Dantius Towers

Illium: The Justicar: Smuggling Evidence
Available: During Samara's recruitment mission
Acquired: Upon finding the datapad in the Eclipse base

Illium: The Justicar: Stolen Goods Found
Available: During Samara's recruitment mission
Acquired: Upon finding the shipping note and uploading the message to Mr. Thax

Illium: The Prodigal: Lost Locket Found
Available: During *Miranda: The Prodigal*
Acquired: Upon finding the lost locket near the exit door from the shipping yard, on top of a crate

DLC
Lair of the Shadow Broker
Available: After *Horizon*
Upgrades: Heavy Pistol Damage (*Research Terminal*); Damage Protection (*Vasir's Car*); further upgrades (Assault Rifle Damage, Shotgun Damage, Sniper Rifle Damage, Submachine Gun Damage) available in Shadow Broker Base via delivery terminal

Tuchanka

Tuchanka: Combustion Manifold
Acquired: Speak to the mechanic
Notes: The Combustion Manifold can be found during *Mordin: Old Blood*. The assignment can still be acquired and completed after *Mordin: Old Blood* (for no credits)

Tuchanka: Killing Pyjaks
Acquired: Speak to Ratch

Tuchanka: Old Blood: Missing Scout
Acquired: Speak to the chief scout next to the pyjak shooting range *before* leaving clan Urdnot's base during *Mordin: Old Blood*

N7 Assignments

N7: Abandoned Mine
Acquired: Scanning the anomaly on Aequitas
Takes Place: Minos Wasteland > Fortis > Aequitas

N7: Anomalous Weather Detected
Acquired: Scanning the anomaly on Canalus
Takes Place: Pylos Nebula > Dirada > Canalus
Upgrades: Damage Protection (Reward)

N7: Archeological Dig Site
Available: After acquiring *Jacob: The Gift of Greatness*
Acquired: Scanning the anomaly on Joab
Takes Place: Rosetta Nebula > Enoch > Joab

N7: MSV Strontium Mule
Acquired: After completing *N7: Archeological Dig Site*
Takes Place: Omega Nebula > Arinlarkin > MSV Strontium Mule
Upgrades: Heavy Skin Weave (*Research Docket*)

N7: Blue Suns Base
Acquired: After completing *N7: MSV Strontium Mule*
Takes Place: Sigurd's Cradle > Decoris > Sanctum

N7: Javelin Missiles Launched
Acquired: After completing *N7: Blue Suns Base*, or by scanning the anomaly on Franklin
Takes Place: Sigurd's Cradle > Skepsis > Franklin
Notes: 360 button mapping is confusing, read carefully!

N7: Blood Pack Base
Available: After completing *N7: Blood Pack Communications Relay* or after buying the Shrike Abyssal star map from Baria Frontiers on Illium.
Acquired: Scanning the anomaly on Zada Ban, or after completing *N7: Blood Pack Communications Relay*
Takes Place: The Shrike Abyssal > Xe Cha > Zada Ban
Upgrades: Heavy Weapon Ammo (Reward)

N7: Blood Pack Communications Relay
Available: After *Horizon*
Acquired: After completing *N7: Blood Pack Base*, or by scanning Tarith.
Takes Place: Crescent Nebula > Lusarn > Tarith

N7: Captured Mining Facility
Available: After *Horizon*
Acquired: Scanning the anomaly on Helyme
Takes Place: Crescent Nebula > Zelene > Helyme

N7: Eclipse Smuggling Depot
Acquired: After completing *Omega: The Patriarch* or *Archangel: Deliver Datapad;* or scanning the anomaly on Daratar
Takes Place: Hourglass Nebula > Faryar > Daratar

N7: Endangered Research Station
Available: After *Horizon*
Acquired: Scanning the anomaly on Sinmara
Takes Place: Caleston Rift > Solveig > Sinmara

N7: Imminent Ship Crash
Acquired: Upon entering the Nariph system
Takes Place: Pylos Nebula > Nariph > MSV Broken Arrow

N7: Lost Operative
Acquired: Upon receiving an e-mail from Cerberus Command after your first mission, or by scanning the anomaly on Lorek
Takes Place: Omega Nebula > Fathar > Lorek

N7: Mining the Canyon
Acquired: Scanning the anomaly on Taitus
Takes Place: Caleston Rift > Talava > Taitus

N7: MSV Estevanico
Acquired: Scanning the anomaly on Zanethu
Takes Place: Hourglass Nebula > Ploitari > Zanethu

N7: Quarian Crash Site
Acquired: Scanning the anomaly on Gei Hinnom
Takes Place: Hades Nexus > Sheol > Gei Hinnom

N7: Wrecked Merchant Freighter
Acquired: Scanning the anomaly on Neith
Takes Place: Eagle Nebula > Amun > Neith

N7: Abandoned Research Station
Acquired: After completing *N7: Wrecked Merchant Freighter*
Takes Place: Eagle Nebula > Strabo > Jarrahe Station

N7: Hahne-Kedar Facility
Acquired: After completing *N7: Abandoned Research Station*
Takes Place: Titan Nebula > Haskins > Capek

Normandy Crash Site

DLC
Normandy Crash Site
Takes Place: Omega Nebula > Amada > Alchera

Firewalker Pack

DLC
Project Firewalker: Rosalie Lost
Takes Place: Ismar Fronteir > Elysta > Zeona

DLC **Project Firewalker: Geth Incursions**
Available: After completing *Project Firewalker: Rosalie Lost*
Takes Place: The Phoenix Massing > Chomos > Lattesh

DLC **Project Firewalker: Survey Sites Located**
Available: After completing *Project Firewalker: Rosalie Lost*
Takes Place: Hawking Eta > Verr > Corange

DLC **Project Firewalker: Volcano Station**
Available: After completing *Project Firewalker: Rosalie Lost*
Takes Place: Caleston Rift > Yakawa > Karumto

DLC **Project Firewalker: Prothean Site**
Available: After completing *Project Firewalker: Volcano Station*
Takes Place: Hades Nexus > Hoplos > Kopis
Upgrades: Biotic Damage (*Research Terminal*)

Overlord

DLC **Overlord**
Takes Place: The Phoenix Massing > Typhon > Aite

DLC **Overlord: Prometheus Station**
Acquired: After completing *Overlord*

DLC **Overlord: Vulcan Station**
Acquired: After completing *Overlord*

DLC **Overlord: Atlas Station**
Acquired: After completing *Overlord*
Upgrades: Heavy Skin Weave (*Damaged Geth*)

Arrival

DLC **Arrival**
Available: After *Horizon*
Upgrades: Heavy Weapon Ammo (*Technology*); Medi-Gel Capacity (*PDA*); Heavy Skin Weave (*Analysis Data*)

Upgrades

Prices listed are shown before store or Engineer discount. Crafting costs for weapons, armour and prototype upgrades may vary depending on the order in which you research them. Prices are shown in order of first to last, which may not necessarily reflect the price of that particular upgrade on your specific playthrough.

Upgrade Details	Found	Applied

Ship Upgrades

Argus Scanner Array – *Advanced Mineral Scanner*
Obtained: Speak to Miranda
Cost: 15 000 Iridium *(Research)*
Notes: Allows faster scanning of planets

Extended Fuel Cells - *Helios Thruster Tech*
Obtained: Speak to Samara/Morinth
Cost: 3 000 Element Zero *(Research)*
Notes: Increases fuel capacity from 1000 to 1500

Heavy Ship Armor - *Silaris Armor Tech*
Obtained: Speak to Jacob
Cost: 15 000 Palladium *(Research)*
Notes: Important for squad survival past the Omega 4 relay

Med-Bay Upgrade - *Dermal Regeneration*
Obtained: After recruiting Mordin
Cost: 50 000 Platinum *(Research)*
Notes: Allows for instant (and permanent) scar removal

Modular Probe Bay - *Probe Booster*
Obtained: Speak to Thane
Cost: 15 000 Iridium *(Research)*
Notes: Increases probe capacity from 30 to 60

Multicore Shielding - *Cyclone Shield Tech*
Obtained: Speak to Tali
Cost: 15 000 Palladium *(Research)*
Notes: Important for squad survival past the Omega 4 relay

Thanix Cannon - *Particle Cannon*
Obtained: Speak to Garrus
Cost: 15 000 Platinum *(Research)*
Notes: Important for squad survival past the Omega 4 relay

Weapon Upgrades

Assault Rifle Upgrades

Assault Rifle Damage - *Kinetic Pulsar*
Obtained: Mordin's Recruitment Mission (*Modified Assault Rifle*)
Cost: 2 500 Iridium *(Research)*
Upgrade: +10% assault rifle damage

Assault Rifle Damage - *Kinetic Pulsar*
Obtained: Tali's Recruitment Mission (*Disassembled Geth Rifle*)
Cost: 5 000 Iridium *(Research)*
Upgrade: +10% assault rifle damage

Assault Rifle Damage - *Kinetic Pulsar*
Obtained: *Samara: The Ardat-Yakshi* (*Assault Rifle*)
Cost: 7 500 Iridium *(Research)*
Upgrade: +10% assault rifle damage

DLC **Assault Rifle Damage** - *Kinetic Pulsar*
Obtained: *Zaeed: The Price of Revenge* (*Research Terminal*)
Cost: 10 000 Iridium *(Research)*
Upgrade: +10% assault rifle damage
Notes: Only available on the Renegade path

DLC **Assault Rifle Damage** - *Kinetic Pulsar*
Obtained: *Lair of the Shadow Broker* (Delivery at the Shadow Broker's Base)
Cost: 12 500 Iridium *(Research)*
Upgrade: +10% assault rifle damage

Assault Rifle Damage - *Kinetic Pulsar*
Obtained: Gateway Personal Defense, Illium
Cost: 60 000 Credits (50 000 with discount)
Upgrade: +10% assault rifle damage

Assault Rifle Damage – *Kinetic Pulsar*
Obtained: Fortack's Database, Tuchanka
Cost: 60 000 Credits (50 000 with discount)
Upgrade: +10% assault rifle damage

Assault Rifle Penetration – *Tungsten Jacket*
Available: After 2 Assault Rifle Damage upgrades
Cost: 15 000 Iridium *(Research)*
Upgrade: +25% assault rifle damage against armor, shields, and biotic barriers

Assault Rifle Accuracy – *Targeting VI*
Available: After 3 Assault Rifle Damage upgrades
Cost: 25 000 Iridium *(Research)*
Upgrade: Improves assault rifle accuracy

Submachine Gun (SMG) Upgrades

Submachine Gun Damage – *Microfield Pulsar*
Obtained: Garrus's Recruitment Mission (*Blue Suns Weapon Shipment*)
Cost: 2 500 Iridium *(Research)*
Upgrade: +10% submachine gun damage

Submachine Gun Damage – *Microfield Pulsar*
Obtained: Thane's Recruitment Mission (*Submachine Gun*)
Cost: 5 000 Iridium *(Research)*
Upgrade: +10% submachine gun damage

Submachine Gun Damage – *Microfield Pulsar*
Obtained: *Miranda: The Prodigal* (*Submachine Gun*)
Cost: 7 500 Iridium *(Research)*
Upgrade: +10% submachine gun damage

DLC **Submachine Gun Damage** – *Microfield Pulsar*
Obtained: *Lair of the Shadow Broker* (Delivery at the Shadow Broker's Base)
Cost: 10 000 Iridium *(Research)*
Upgrade: +10% submachine gun damage

Submachine Gun Damage – *Microfield Pulsar*
Obtained: Rodam Expeditions, the Citadel
Cost: 60 000 Credits (50 000 with discount)
Upgrade: +10% submachine gun damage

Submachine Gun Damage – *Microfield Pulsar*
Obtained: Gateway Personal Defense, Illium
Cost: 60 000 Credits (50 000 with discount)
Upgrade: +10% submachine gun damage

SMG Shield Piercing – *Phasic Jacketing*
Available: After 2 Submachine Gun Damage upgrades
Cost: 15 000 Iridium *(Research)*
Upgrade: +50% SMG damage against shields and biotic barriers

SMG Extra Rounds – *Heat Sink Capacity*
Available: After 3 Submachine Gun Damage upgrades
Cost: 25 000 Iridium *(Research)*
Upgrade: +50% SMG round capacity

Heavy Pistol Upgrades

Heavy Pistol Damage – *Titan Pulsar*
Obtained: Tali's Recruitment Mission (*Customized Heavy Pistol*)
Cost: 2 500 Palladium *(Research)*
Upgrade: +10% heavy pistol damage

Heavy Pistol Damage – *Titan Pulsar*
Obtained: *Thane: Sins of the Father* (*Datapad*)
Cost: 5 000 Palladium *(Research)*
Upgrade: +10% heavy pistol damage

Heavy Pistol Damage – *Titan Pulsar*
Obtained: *Jacob: The Gift of Greatness* (*Heavy Pistol*)
Cost: 7 500 Palladium *(Research)*
Upgrade: +10% heavy pistol damage

DLC
Heavy Pistol Damage – *Titan Pulsar*
Obtained: *Lair of the Shadow Broker* (*Research Terminal*)
Cost: 10 000 Palladium *(Research)*
Upgrade: +10% heavy pistol damage

Heavy Pistol Damage – *Titan Pulsar*
Obtained: Rodam Expeditions, the Citadel
Cost: 60 000 Credits (50 000 with discount)
Upgrade: +10% heavy pistol damage

Heavy Pistol Damage – *Titan Pulsar*
Obtained: Fortack's Database, Tuchanka
Cost: 60 000 Credits (50 000 with discount)
Upgrade: +10% heavy pistol damage

AP Heavy Pistol – *Sabot Jacketing*
Available: After 2 Heavy Pistol Damage upgrades
Cost: 15 000 Palladium *(Research)*
Upgrade: +25% heavy pistol damage against armor

Heavy Pistol Critical – *Smart Rounds*
Available: After 3 Heavy Pistol Damage upgrades
Cost: 25 000 Palladium *(Research)*
Upgrade: Chance for double damage

Shotguns

Shotgun Damage – *Synchronized Pulsar*
Obtained: Jack's Recruitment Mission (*Shotgun*)
Cost: 2 500 Platinum *(Research)*
Upgrade: +10% shotgun damage

Shotgun Damage – *Synchronized Pulsar*
Obtained: *Grunt: Rite of Passage* (Reward)
Cost: 5 000 Platinum *(Research)*
Upgrade: +10% shotgun damage

Shotgun Damage – *Synchronized Pulsar*
Obtained: *Derelict Reaper* Mission (*Cerberus Shotgun*)
Cost: 7 500 Platinum *(Research)*
Upgrade: +10% shotgun damage

DLC
Shotgun Damage – *Synchronized Pulsar*
Obtained: *Lair of the Shadow Broker* (Delivery at the Shadow Broker's Base)
Cost: 10 000 Platinum *(Research)*
Upgrade: +10% shotgun damage

Shotgun Damage – *Synchronized Pulsar*
Obtained: Kenn's Salvage, Omega
Cost: 60 000 Credits (50 000 with discount)
Upgrade: +10% shotgun damage

Shotgun Damage – *Synchronized Pulsar*
Obtained: Fortack's Database, Tuchanka
Cost: 60 000 Credits (50 000 with discount)
Upgrade: +10% shotgun damage

Shotgun Penetration – *Microphasic Pulse*
Available: After 2 Shotgun Damage upgrades
Cost: 15 000 Platinum *(Research)*
Upgrade: +50% shotgun damage against shields and biotic barriers

Shotgun Extra Rounds – *Thermal Sink*
Available: After 3 Shotgun Damage upgrades
Cost: 25 000 Platinum *(Research)*
Upgrade: Doubles round capacity for shotguns

Sniper Rifle Upgrades

Sniper Rifle Damage – *Scram Pulsar*
Obtained: Grunt's Recruitment Mission (*Sniper Rifle*)
Cost: 2 500 Platinum *(Research)*
Upgrade: +10% sniper rifle damage

Sniper Rifle Damage – *Scram Pulsar*
Obtained: *Garrus: Eye for an Eye* (*Terminal*)
Cost: 5 000 Platinum *(Research)*
Upgrade: +10% sniper rifle damage

Sniper Rifle Damage – *Scram Pulsar*
Obtained: *Derelict Reaper* Mission (*Cerberus Rifle*)
Cost: 7 500 Platinum *(Research)*
Upgrade: +10% sniper rifle damage

DLC
Sniper Rifle Damage – *Scram Pulsar*
Obtained: *Lair of the Shadow Broker* (Delivery at the Shadow Broker's Base)
Cost: 10 000 Platinum *(Research)*
Upgrade: +10% sniper rifle damage

Sniper Rifle Damage – *Scram Pulsar*
Obtained: Rodam Expeditions, the Citadel
Cost: 60 000 Credits (50 000 with discount)
Upgrade: +10% sniper rifle damage

Sniper Rifle Damage – *Scram Pulsar*
Obtained: Omega Market, Omega
Cost: 60 000 Credits (50 000 with discount)
Upgrade: +10% sniper rifle damage

Sniper Rifle Penetration – *Tungsten Sabot Jacket*
Available: After 2 Sniper Rifle Damage upgrades
Cost: 15 000 Platinum *(Research)*
Upgrade: +50% sniper rifle damage against armor

Sniper Headshot Damage – *Combat Scanner*
Available: After 3 Sniper Rifle Damage upgrades
Cost: 25 000 Platinum *(Research)*
Upgrade: +50% headshot damage (with sniper rifle)

Armor Upgrades

Damage Protection Upgrades

Damage Protection – *Ablative VI*
Obtained: Jack's Recruitment Mission (*YMIR Mech Corpse*)
Cost: 2 500 Palladium *(Research)*
Upgrade: +10% damage protection

Damage Protection – *Ablative VI*
Obtained: *Collector Ship* Mission (*Control Terminal*)
Cost: 5 000 Palladium *(Research)*
Upgrade: +10% damage protection

Damage Protection – *Ablative VI*
Obtained: *N7: Anomalous Weather Detected* (Reward)
Cost: 7 500 Palladium *(Research)*
Upgrade: +10% damage protection

DLC **Damage Protection** – *Ablative VI*
Obtained: *Lair of the Shadow Broker* (*Vasir's Car*)
Cost: 10 000 Palladium *(Research)*
Upgrade: +10% damage protection

Damage Protection – *Ablative VI*
Obtained: Saronis Applications, Citadel
Cost: 90 000 Credits (75 000 with discount)
Upgrade: +10% damage protection

Damage Protection – *Ablative VI*
Available: After *Collector Ship* Mission
Obtained: Gateway Personal Defense, Illium
Cost: 90 000 Credits (75 000 with discount)
Upgrade: +10% damage protection

Redundant Field Generator – *Burst Regeneration*
Available: After 2 Damage Protection upgrades
Cost: 15 000 Palladium *(Research)*
Upgrade: Chance to restore shields to 100% if reduced to 0%

Hard Shields – *Nanocrystal Shield*
Obtained: After 3 Damage Protection upgrades
Cost: 25 000 Palladium *(Research)*
Upgrade: Strengthens shields by 20%

Medi-Gel Capacity/Healing Upgrades

Medi-Gel Capacity – *Microscanner*
Obtained: Mordin Recruitment Mission (*Research Terminal*)
Cost: 2 500 Palladium *(Research)*
Upgrade: +1 Medi-Gel Capacity

Medi-Gel Capacity – *Microscanner*
Obtained: *Miranda: The Prodigal* (*Eclipse Merc*)
Cost: 5 000 Palladium *(Research)*
Upgrade: +1 Medi-Gel Capacity

Medi-Gel Capacity – *Microscanner*
Obtained: *Normandy: Serrice Ice Brandy* (Reward)
Cost: 7 500 Palladium *(Research)*
Upgrade: +1 Medi-Gel Capacity

DLC **Medi-Gel Capacity** – *Microscanner*
Obtained: *Arrival (PDA)*
Cost: 10 000 Palladium *(Research)*
Upgrade: +1 Medi-Gel Capacity

Medi-Gel Capacity – *Microscanner*
Obtained: Sirta Foundation, Citadel
Cost: 30 000 Credits (25 000 with discount)
Upgrade: +1 Medi-Gel Capacity

Medi-Gel Capacity – *Microscanner*
Obtained: Serrice Technology, Illium
Cost: 30 000 Credits (25 000 with discount)
Upgrade: +1 Medi-Gel Capacity

Trauma Module – *Medical VI*
Available: After 2 Medi-Gel capacity upgrades
Cost: 15 000 Palladium *(Research)*
Upgrade: Unity will heal squad by 100%

Emergency Shielding – *Shield Harmonics*
Available: After 3 Medi-Gel capacity upgrades
Cost: 25 000 Palladium *(Research)*
Upgrade: Unity will restore squad shields by 100%

Biotic Implant Upgrades

Biotic Damage – *Hyper-Amp*
Obtained: *Horizon* Mission (*Dead Collector*)
Cost: 500 Element Zero *(Research)*
Upgrade: +10% biotic damage

Biotic Damage – *Hyper-Amp*
Obtained: Samara's Recruitment Mission (*Sample 634 Analysis*)
Cost: 1 000 Element Zero *(Research)*
Upgrade: +10% biotic damage

Biotic Damage – *Hyper-Amp*
Obtained: *Jack: Subject Zero* (*Research Terminal*)
Cost: 1 500 Element Zero *(Research)*
Upgrade: +10% biotic damage

DLC **Biotic Damage** – *Hyper-Amp*
Obtained: *Project Firewalker: Prothean Ruin* (*Research Terminal*)
Cost: 2 000 Element Zero *(Research)*
Upgrade: +10% biotic damage

Biotic Damage – *Hyper-Amp*
Obtained: Fortack's Database, Tuchanka
Cost: 90 000 Credits (75 000 with discount)
Upgrade: +10% biotic damage

Biotic Damage – *Hyper-Amp*
Obtained: Serrice Technology, Illium
Cost: 90 000 Credits (75 000 with discount)
Upgrade: +10% biotic damage

Biotic Duration – *Neural Mask*
Available: After 2 Biotic Damage upgrades
Cost: 3 000 Element Zero *(Research)*
Upgrade: +20% biotic power duration

Biotic Cooldown – *Smart Amplifier*
Available: After 3 Biotic Damage upgrades
Cost: 5 000 Element Zero *(Research)*
Upgrade: +20% faster biotic cooldown

Omni-Tool Upgrades

Tech Damage – *Multicore Amplifier*
Obtained: Garrus's Recruitment Mission (*Omni-Tool Power Boost X-Mods*)
Cost: 500 Element Zero *(Research)*
Upgrade: +10% tech damage

Tech Damage – *Multicore Amplifier*
Obtained: *Collector Ship* Mission (*Control Terminal*)
Cost: 1 000 Element Zero *(Research)*
Upgrade: +10% tech damage

Tech Damage – *Multicore Amplifier*
Obtained: *Tali: Treason* (Reward if Tali is found not guilty)
Cost: 1 500 Element Zero *(Research)*
Upgrade: +10% tech damage

DLC **Tech Damage** – *Multicore Amplifier*
Obtained: *Kasumi: Stealing Memory* (*Dead Merc*)
Cost: 2 000 Element Zero *(Research)*
Upgrade: +10% tech damage

Tech Damage – *Multicore Amplifier*
Obtained: Saronis Applications, the Citadel
Cost: 90 000 Credits (75 000 with discount)
Upgrade: +10% tech damage

Tech Damage – *Multicore Amplifier*
Available: After *Collector Ship* Mission
Obtained: Serrice Technology, Illium
Cost: 90 000 Credits (75 000 with discount)
Upgrade: +10% tech damage

Tech Duration – *Custom Heuristics*
Available: After 2 Tech Damage upgrades
Cost: 3 000 Element Zero *(Research)*
Upgrade: +20% tech power duration

Tech Cooldown – *Hydra Module*
Available: After 3 Tech Damage upgrades
Cost: 5 000 Element Zero *(Research)*
Upgrade: +20% faster tech power cooldown

Bypass Module –
Obtained: Serrice Technology, Illium
Cost: 30 000 Credits (25 000 with discount)
Upgrade: Doubles Bypass time

Hack Module –
Obtained: Harrot's Imporium, Omega
Cost: 30 000 Credits (25 000 with discount)
Upgrade: Doubles Hack time

Prototypes

Heavy Weapon Upgrades

Heavy Weapon Ammo – *Microfusion Array*
Obtained: Freedom's Progress (*Damaged YMIR Mech*)
Cost: 2 500 Iridium *(Research)*
Upgrade: +15% heavy weapon ammo capacity

Heavy Weapon Ammo – *Microfusion Array*
Obtained: *Mordin: Old Blood* (*Research Terminal*)
Cost: 5 000 Iridium *(Research)*
Upgrade: +15% heavy weapon ammo capacity

Heavy Weapon Ammo – *Microfusion Array*
Obtained: *N7: Blood Pack Base* (Reward)
Cost: 7 500 Iridium *(Research)*
Upgrade: +15% heavy weapon ammo capacity

DLC

Heavy Weapon Ammo – *Microfusion Array*
Obtained: *Zaeed: The Price of Revenge* (*Research Terminal*)
Cost: 10 000 Iridium *(Research)*
Upgrade: +15% heavy weapon ammo capacity
Notes: Only available on the Paragon path

DLC

Heavy Weapon Ammo – *Microfusion Array*
Obtained: *Arrival (Technology)*
Cost: 12 500 Iridium *(Research)*
Upgrade: +15% heavy weapon ammo capacity

Heavy Weapon Ammo – *Microfusion Array*
Obtained: Kenn's Salvage, Omega
Cost: 30 000 Credits (25 000 with discount)
Upgrade: +15% heavy weapon ammo capacity

Heavy Weapon Ammo – *Microfusion Array*
Obtained: Ratch's Wares, Tuchanka
Cost: 30 000 Credits (25 000 with discount)
Upgrade: +15% heavy weapon ammo capacity

Shepard/Heavy Skin Weave Upgrades

Heavy Skin Weave (Health Increase) – *Lattice Shunting*
Obtained: *Horizon* Mission (*Dead Collector*)
Cost: 2 500 Palladium *(Research)*
Upgrade: +10% health increase

Heavy Skin Weave (Health Increase) – *Lattice Shunting*
Obtained: *Derelict Reaper* Mission (*Research Terminal*)
Cost: 5 000 Palladium *(Research)*
Upgrade: +10% health increase

Heavy Skin Weave (Health Increase) – *Lattice Shunting*
Obtained: *N7: MSV Strontium Mule* (*Research Docket*)
Cost: 7 500 Palladium *(Research)*
Upgrade: +10% health increase

DLC

Heavy Skin Weave (Health Increase) – *Lattice Shunting*
Obtained: *Overlord: Atlas Station* (*Damaged Geth*)
Cost: 10 000 Palladium *(Research)*
Upgrade: +10% health increase

DLC

Heavy Skin Weave (Health Increase) – *Lattice Shunting*
Obtained: *Arrival (Analysis Data)*
Cost: 12 500 Palladium *(Research)*
Upgrade: +10% health increase

Heavy Skin Weave (Health Increase) – *Lattice Shunting*
Obtained: Kenn's Salvage, Omega
Cost: 90 000 Credits (75 000 with discount)
Upgrade: +10% health increase

Heavy Skin Weave (Health Increase) – *Lattice Shunting*
Obtained: Gateway Personal Defense, Illium
Cost: 90 000 Credits (75 000 with discount)
Upgrade: +10% health increase

Heavy Bone Weave (Melee Defense Boost) – *Skeletal Lattice*
Available: After 2 Health Increase upgrades
Cost: 15 000 Palladium *(Research)*
Upgrade: +50% damage protection from melee attacks

Heavy Muscle Weave (Melee Attack Boost) – *Microfiber Weave*
Available: After 3 Health Increase upgrades
Cost: 25 000 Palladium *(Research)*
Upgrade: +25% melee damage

Squad Upgrades

Mordin

Mordin Omni-Tool – *Custom Tech Upgrade*
Obtained: Speaking to Mordin
Cost: 3 000 Element Zero *(Research)*
Upgrade: +20% tech damage increase for Mordin

Grunt

Krogan Vitality – *Microfiber Weave*
Obtained: Grunt's Recruitment Mission (*Lab Terminal*)
Cost: 2 500 Platinum *(Research)*
Upgrade: +25% health increase for Grunt

Krogan Vitality – *Microfiber Weave*
Obtained: *Mordin: Old Blood* (*Research Terminal*)
Cost: 5 000 Platinum *(Research)*
Upgrade: +25% health increase for Grunt

Krogan Shotgun – *Custom Claymore Shotgun*
Obtained: Speaking to Grunt
Cost: 15 000 Platinum *(Research)*
Upgrade: Grunt can equip the M-300 Claymore Heavy Shotgun

Jack

Subject Zero Biotic Boost – *Multicore Implants*
Obtained: Speaking to Jack
Cost: 3 000 Element Zero *(Research)*
Upgrade: +20% biotic damage boost for Jack

Legion

Geth Shield Strength – *Cyclonic Particles*
Obtained: *Tali: Treason* (*Monitor*)
Cost: 2 500 Platinum *(Research)*
Upgrade: +25% shield increase for Legion

Geth Shield Strength – *Cyclonic Particles*
Obtained: *Legion: A House Divided* (*Geth Terminal*)
Cost: 5 000 Platinum *(Research)*
Upgrade: +25% shield increase for Legion

Geth Sniper Rifle – *Custom Widow Rifle*
Obtained: Speaking to Legion
Cost: 15 000 Platinum *(Research)*
Upgrade: Legion can equip the Widow Anti-Material Rifle

Totals

Total amount of resources needed to research/buy all projects:
Credits: 1 253 416
Element Zero: 35 000 *(+5 000 per purchase of Advanced Training; +2 500 per purchase of Retrain Powers, +1 000 per purchase of Advanced Training for your squad [DLC: Lair of the Shadow Broker])*
Iridium: 232 500
Palladium: 228 000
Platium: 275 000

Equipment and Items

Equipment Details — Obtained

Weapons

Assault Rifles

M-15 Vindicator Battle Rifle ☐
Obtained: Garrus's Recruitment Mission

M-76 Revenant Light Machine Gun ☐
Obtained: Only available to Soldiers, if chosen during the *Collector Ship* Mission

Geth Pulse Rifle ☐
Obtained: Tali's Recruitment Mission, only on Hardcore or Insanity difficulty

Submachine Guns

M-9 Tempest Submachine Gun ☐
Obtained: Tali's Recruitment Mission

DLC **M-12 Locust Submachine Gun** ☐
Obtained: *Kasumi: Stealing Memory*

Heavy Pistols

M-6 Carnifex Hand Cannon ☐
Obtained: Mordin's Recruitment Mission

Shotguns

M-27 Scimitar Assault Shotgun ☐
Obtained: Samara's Recruitment Mission

M-300 Claymore Heavy Shotgun ☐
Obtained: Only available to Vanguards and Soldiers, if chosen on the *Collector Ship* Mission

Sniper Rifles

M-97 Viper Sniper Rifle ☐
Obtained: Thane's Recruitment Mission

M-98 Widow Anti-Material Rifle ☐
Obtained: Only available to Soldiers and Infiltrators, if chosen during the *Collector Ship* Mission

Heavy Weapons

M-100 Grenade Launcher ☐
Obtained: Prologue Mission

ML-77 Missile Launcher ☐
Available: After researching 2 Heavy Weapon Ammo upgrades
Cost: 5 000 Iridium *(Research)*

DLC **M-451 Firestorm** ☐
Obtained: *Zaeed: The Price of Revenge*

M-622 Avalanche ☐
Available: After researching 3 Heavy Weapon Ammo upgrades
Cost: 15 000 Iridium *(Research)*

M-920 Cain ☐
Available: After researching 4 Heavy Weapon Ammo upgrades
Cost: 25 000 Iridium *(Research)*

Collector Particle Beam ☐
Obtained: *Horizon* Mission

Armor

Helmet

Death Mask ☐
Obtained: Ratch's Wares, Tuchanka
Cost: 8 000 Credits (6 667 with discount)
Effect: +10% negotiation bonus

Kuwashii Visor ☐
Obtained: Harrot's Emporium, Omega
Cost: 2 000 Credits (1 666 with discount)
Effect: +10% headshot damage

Chest

Aegis Vest ☐
Obtained: Rodam Expeditions, the Citadel
Cost: 2 000 Credits (1 666 with discount)
Effect: +5% health

Capacitor Chestplate ☐
Obtained: Harrot's Emporium, Omega
Cost: 4 000 Credits (3 333 with discount)
Effect: +10% faster shield regeneration

Shield Harness ☐
Available: After *Collector Ship* Mission
Obtained: Ratch's Wares, Tuchanka
Cost: 8 000 Credits (6 667 with discount)
Effect: +5% shield strengthens

Shoulders

Amplifier Plates ☐
Obtained: Gateway Personal Defense, Illium
Cost: 2 000 Credits (1 666 with discount)
Effect: +5% power damage

Asymmetric Defense Layer ☐
Available: After *Collector Ship* Mission
Obtained: Ratch's Wares, Tuchanka
Cost: 8 000 Credits (6 667 with discount)
Effect: +5% health

Strength Boost Pads ☐
Available: After *Collector Ship* Mission
Obtained: Omega Market, Omega
Cost: 4 000 Credits (3 333 with discount)
Effect: +25% melee damage

Arms

Heavy Damping Gauntlets ☐
Obtained: Ratch's Wares, Tuchanka
Cost: 4 000 Credits (3 333 with discount)
Effect: +5% shield strength

Off-Hand Ammo Pack ☐
Obtained: Rodam Expeditions, the Citadel
Cost: 2 000 Credits (1 666 with discount)
Effect: +10% spare ammo capacity

Stabilization Gauntlets ☐
Available: After *Collector Ship* Mission
Obtained: Omega Market, Omega
Cost: 8 000 Credits (6 666 with discount)
Effect: +5% weapon damage

Legs

Life Support Webbing ☐
Obtained: Sirta Foundation, the Citadel
Cost: 8 000 Credits (6 667 with discount)
Effect: +10% health

Ordnance Packs ☐
Available: After *Collector Ship* Mission
Obtained: Harrot's Emporium, Omega
Cost: **2** 000 Credits (1 666 with discount)
Effect: +10% spare heavy weapon ammo capacity

Stimulator Conduits ☐
Obtained: Omega Market, Omega
Cost: 4 000 Credits (3 333 with discount)
Effect: +10% storm speed

Star Charts

Hades Nexus ☐
Obtained: Baria Frontiers, Illium
Cost: 500 Credits

Minos Wasteland ☐
Obtained: Baria Frontiers, Illium
Cost: 500 Credits

Pylos Nebula ☐
Obtained: Baria Frontiers, Illium
Cost: 500 Credits

Shrike Abyssal ☐
Obtained: Baria Frontiers, Illium
Cost: 500 Credits

Miscellaneous Items/Collectibles

Model Ships

Destiny Ascension ☐
Obtained: Citadel Souvenirs, the Citadel
Cost: 500 Credits (416 with discount)

Sovereign ☐
Available: After *Horizon*
Obtained: Citadel Souvenirs, the Citadel
Cost: 500 Credits (416 with discount)

SSV *Normandy* ☐
Obtained: Citadel Souvenirs, the Citadel
Cost: 500 Credits (416 with discount)

Alliance Cruiser ☐
Obtained: Memories of Illium, Illium
Cost: 500 Credits (416 with discount)

UT-47 Kodiak Drop Shuttle ☐
Available: After *Collector Ship* Mission
Obtained: Memories of Illium, Illium
Cost: 500 Credits (416 with discount)

Athabasca Class Freighter ☐
Obtained: Memories of Illium, Illium
Cost: 500 Credits (416 with discount)

Turian Cruiser ☐
Obtained: Omega Market, Omega
Cost: 500 Credits (416 with discount)

Geth Ship ☐
Obtained: Harrot's Emporium, Omega
Cost: 2 000 Credits (1 666 with discount)

Flotilla Vessel ☐
Obtained: *Tali: Treason*

DLC **Shadow Broker Base** ☐
Obtained: *Lair of the Shadow Broker*

Pets

Illium Skald Fish ☐
Obtained: Citadel Souvenirs, the Citadel
Cost: 500 Credits (416 with discount)

Prejek Paddle Fish ☐
Obtained: Memories of Illium, Illium
Cost: 8 000 Credits (6 666 with discount)

Space Hamster ☐
Obtained: Citadel Souvenirs, the Citadel
Cost: 9 200 Credits (7 666 with discount)

Thessian Sunfish ☐
Obtained: Citadel Souvenirs, the Citadel
Cost: 500 Credits (416 with discount)

"Reading" Material

Ascension Novel ☐
Obtained: Zakera Cafe, the Citadel
Cost: 5 Credits

Revelation Novel ☐
Obtained: Zakera Cafe, the Citadel
Cost: 5 Credits

Fornax ☐
Obtained: Omega Market, Omega
Cost: 5 Credits (4 with discount)

Weapon Stats (Reference)

Information from masseffect.wikia.com and GameFAQS – Please see masseffect.shockfront.net/?p=45 for more information.

Weapon	Rate of Fire (RPM)	Base Ammo	Base Damage Per Second vs. Health	Armor	Barriers/ Shields
Assault Rifles					
M-8 Avenger Assault Rifle	850	40/400	100	125	125
M-15 Vindicator Battle Rifle	900	24/96	161	201	201
M-76 Revenant Light Machine Gun	700	80/480	204	285	245
DLC Geth Pulse Rifle	1000	40/480	111	128	150
Collector Assault Rifle	500	28/280	100	125	125
DLC M-96 Mattock Heavy Rifle	750	16/64	290	377	348
Submachine Guns					
M-4 Shuriken Machine Pistol	700	24/240	135	135	203
M-9 Tempest Submachine Gun	925	50/540	148	148	221
DLC M-12 Locust	550	20/240	136	170	170
Heavy Pistols					
M-3 Predator Heavy Pistol	300	12/60	117	175	117
M-6 Carnifex Hand Cannon	145	6/18	131	196	131
DLC M-5 Phalanx Heavy Pistol	80	6/24	110	165	110
Shotguns					
DLC M-22 Eviscerator Shotgun	48	3/12	168	210	210
M-23 Katana Shotgun	58	5/10	165	165	247
M-27 Scimitar Assault Shotgun	100	8/16	207	207	310
M-300 Claymore Heavy Shotgun	64	1/10	164	206	206
DLC Geth Plasma Shotgun	174	5/10	210	210	345
Sniper Rifles					
DCL M-29 Incisor Rifle	600	15/30	129	193	129
M-92 Mantis Sniper Rifle	70	1/9	112	167	112
M-97 Viper Sniper Rifle	240	12/48	218	295	251
M-98 Widow Anti-Material Rifle	70	1/12	156	234	156
Heavy Weapons					
M-100 Grenade Launcher	100	10	833	1 042	1 042
ML-77 Missile Launcher	80	15	467	583	583
DLC M-451 Firestorm	1000	1350	440	594	506
DLC M-490 Blackstorm Projector	-	5	-	-	-
M-622 Avalanche	50	20	42	333	333
M-920 Cain	30	100%	2 500	2 500	2 500
Collector Particle Beam	1200	500	400	600	600
DLC Arc Projector	-	10	-	-	-

Planets

The checkbox field has been left ambiguous so you can define it as you see fit (for example, planet found, searched to depletion, etc)

R = Rich; G = Good; M = Moderate; P = Poor, D = Depleted; O = None ☾ = Moon of the above planet The number indicates position from star (closest to furthest)

Planet Details	Total Richness	Element Zero	Iridium	Platinum	Palladium	☐
Caleston Rift						
Aysur System						
Agnin [1]	R	0	R	M	M	☐
Alformus [4]	M	0	P	M	M	☐
Dranen [3]	M	0	P	P	P	☐
Shasu [2]	R	0	R	M	M	☐
Shir [5]	R	0	R	M	R	☐
Tamgauta [6]	G	0	P	M	R	☐
Balor System						
Bres [2]	R	0	P	R	M	☐
Cernunnos [1]	M	0	P	R	M	☐
☾ Caleston	R	M	P	R	M	☐
Elatha [3]	R	0	P	R	M	☐
Partholon [4]	R	0	P	R	M	☐
Solveig System						
Surtur [1]	R	0	P	P	R	☐
☾ Sinmara **Anomaly:** *N7: Endangered Research Station*	G	0	R	M	M	☐
Thrivaldi [2]	P	0	P	M	P	☐
Talava System						
Aitarus [1]	M	0	R	P	P	☐
Kaushus [2]	G	0	R	M	M	☐
Maitrum [3]	R	0	R	P	P	☐
Taitus [4] **Anomaly:** *N7: Mining the Canyon*	R	0	P	M	R	☐
DLC **Yakawa System** (Requires *Firewalker Pack*)						
Karumto [4] **Anomaly:** *Project Firewalker: Volcano Station*	G	0	M	M	R	☐
Kobayashi [5]	M	0	P	M	M	☐
Maskawa [3]	R	0	R	M	M	☐
Nambu [2]	M	0	M	M	P	☐
Sakata [1]	R	0	R	M	R	☐
Crescent Nebula						
Lusarn System						
Doriae [3]	G	0	P	M	R	☐
Euntanta [2]	R	0	P	M	R	☐
Jontan [1]	G	0	M	M	M	☐
Tarith [4] **Anomaly:** *N7: Blood Pack Communications Relay*	R	R	P	R	M	☐
Xetic [5]	M	0	P	M	P	☐
Ondeste System						
Acaeria [2]	R	0	M	R	M	☐
Maisuth [3]	G	0	M	R	M	☐
Zesmeni [1]	R	0	M	M	R	☐
Tasale System						
Beregale [1]	R	0	M	M	R	☐
Illium [2]	-	-	-	-	-	☐
Naxell [5]	M	0	P	M	P	☐
Ponolus [3]	R	0	M	M	R	☐
Thail [4]	M	0	P	P	P	☐
Zelene System						
Epho [3]	R	0	M	P	R	☐
Gaelon [4]	M	0	P	P	M	☐
Helyme [2] **Anomaly:** *N7: Captured Mining Facility*	M	M	M	M	M	☐
Nepyma [1]	R	0	R	P	M	☐
Eagle Nebula						
Amun System						
Anhur [3]	R	R	P	R	M	☐
Bast [5]	P	0	P	P	P	☐
Neith [4] **Anomaly:** *N7: Wrecked Merchant Freighter*	R	0	M	M	R	☐
Sekhmet [1]	M	M	P	M	P	☐
Sobek [2]	M	0	P	M	P	☐
Imir System						
Gregas [4]	R	0	R	M	M	☐
Korlus [2]	-	-	-	-	-	☐
Osalri [1]	M	0	P	M	M	☐
Quodis [3]	M	0	P	M	P	☐
Malgus System						
Flett [3]	R	0	M	M	R	☐
Uzin [1]	M	0	P	M	M	☐
Wrill [2]	R	0	P	M	R	☐
Relic System						
Beach Thunder [7]	R	0	R	M	P	☐
First Land [3]	M	0	P	M	P	☐
Fitful Current [2]	R	0	R	P	P	☐
Island Wind [4]	M	0	P	M	P	☐
Murky Water [1]	R	0	M	M	R	☐
Preying Mouth [6]	M	R	P	P	P	☐
Rough Tide [5]	R	0	P	R	R	☐
Strabo System						
Antigar [1]	M	0	P	M	P	☐
Jarrahe Station **Anomaly:** *N7: Abandoned Research Station*	-	-	-	-	-	☐
Far Rim						
Dholen System						
Charoum [2]	M	0	P	P	P	☐
Gotha [1]	R	M	M	M	R	☐
Haestrom [3]	-	-	-	-	-	☐
Ma-at System						
Ammut [1]	M	0	M	P	P	☐
Hades Nexus (Requires star map or *Firewalker Pack*)						
Hekate System						
Bothros [3]	R	P	P	R	M	☐
Ker [1]	R	0	M	M	R	☐
Triodia [2]	M	0	P	M	P	☐
DLC **Hoplos System** (Requires *Firewalker Pack*)						
Aegis [4]	M	0	M	M	P	☐
Makhaira [2]	R	0	R	R	P	☐
☾ Kopis **Anomaly:** *Project Firewalker: Prothean Site*	R	0	R	M	P	☐
Talaria [1]	G	0	R	M	P	☐
Trident [3]	R	0	M	R	M	☐
Pamyat System						
Dobrovolski [2]	R	M	R	M	M	☐

Komarov [1]	R	0	R	P	P	☐
Patsayev [3]	R	0	M	R	M	☐
Volkov [4]	R	0	R	P	P	☐

Sheol System

Gei Hinnom [1] **Anomaly:** *N7: Quarian Crash Site*	R	M	M	R	0	☐

Hawking Eta

Century System

Cantra [3]	R	0	M	P	R	☐
Klendagon [2]	R	0	M	M	R	☐
Tamahera [1]	R	0	M	M	R	☐
Tharopto [4]	M	0	P	M	P	☐

Chandrasekhar System

Hebat [2]	M	0	P	M	M	☐
Teshub [1]	M	0	P	M	P	☐

Schwarzschild System

Atahil [1]	R	0	R	M	M	☐
Etamis [2]	G	R	M	R	M	☐
Linossa [3]	M	0	P	M	P	☐
Rihali [4]	M	0	P	M	P	☐

Thorne System

Derelict Reaper	-	-	-	-	-	☐
Mnemosyne [1]	M	0	P	M	M	☐
☾ Lethe	R	0	P	M	R	☐

DLC

Verr System
(Requires *Firewalker Pack)*

Allusah [2]	M	0	M	P	P	☐
Corang [1] **Anomaly:** *Project Firewalker: Survey Site Located*	R	0	R	P	P	☐
Serao [3]	M	0	P	M	P	☐

Hourglass Nebula

Faryar System

Alingon [5]	R	0	M	M	R	☐
Antictra [7]	R	0	R	P	M	☐
Daratar [2] **Anomaly:** *N7: Eclipse Smuggling Depot*	G	R	M	R	M	☐
Nephros [4]	M	0	M	P	P	☐
Quarem [1]	R	0	R	M	P	☐
Tunfigel [3]	R	0	M	M	R	☐
Wenrum [6]	R	0	M	M	R	☐

Osun System

Aganju [3]	G	0	M	M	R	☐
Erinle [2]	G	R	P	R	M	☐
Olokun [4]	M	0	P	P	M	☐
Orunmila [1]	M	0	P	P	P	☐
Prison Ship Purgatory	-	-	-	-	-	☐

Ploitari System

Aigela [1]	R	0	R	M	M	☐
Synalus [3]	R	0	M	M	R	☐
Thegan [4]	R	M	M	M	R	☐
Zanethu [2] **Anomaly:** *N7: MSV Estevanico*	G	0	R	M	M	☐

DLC

Sowilo System
(Requires *Lair of the Shadow Broker*)

Ansuz [4]	R					☐
Hagalaz [3]	M					☐
Isa [6]	D					☐
Kenaz [2]	R					☐
Thurisaz [5]	P					☐
Uruz [1]	R					☐

DLC

Ismar Frontier
(Requires *Zaeed – The Price of Revenge* or *Firewalker Pack*)

Aquila System

Lepini [1]	P	0	M	M	M	☐
Metaponto [4]	P	0	M	M	M	☐
Pollino [5]	P	0	M	M	M	☐
Vecchio [2]	R	0	R	M	R	☐
Volturno [3]	G	0	R	R	M	☐

Elysta System
(Requires *Firewalker Pack)*

Hesano [4]	P	0	P	M	P	☐
Melile [5]	M	0	P	P	M	☐
Odasst [3]	R	0	M	R	M	☐
Saleas [1]	R	0	R	M	M	☐
Zeona [2] **Anomaly:** *Project Firewalker: Rosalie Lost*	R	0	R	M	R	☐

Faia System

Hito [4]	M	0	M	M	M	☐
Imaen [1]	R	0	R	M	M	☐
Viantel [3]	R	0	M	R	M	☐
Zorya [2] **Mission:** *Zaeed: The Price of Revenge*	-	-	-	-	-	☐

Krogan DMZ

Aralakh System

Durak [1]	R	0	R	M	M	☐
Kanin [2]	M	0	M	P	P	☐
Kruban [3]	R	0	P	M	R	☐
Ruam [5]	P	0	P	P	P	☐
Tuchanka [4]	-	-	-	-	-	☐
Vaul [6]	M	0	P	P	P	☐

Dranek System
(Requires *Firewalker Pack)*

Dor [2]	M	P	M	M	0	☐
Kelim [1]	M	P	M	M	0	☐
Rothla [4]	R	M	R	M	P	☐
Sazgoth [3]	R	P	R	M	0	☐

Nith System

Mantun [1]	R	M	R	M	M	☐
Tula [2]	P	0	P	M	P	☐
Vard [3]	M	0	P	M	P	☐

Local Cluster

Sol System

Earth [3]	-	-	-	-	-	☐
Jupiter [5]	M	0	P	P	M	☐
Mars [4]	-	-	-	-	-	☐
Mercury [1]	M	0	R	M	P	☐
Neptune [8]	P	0	P	M	P	☐
Pluto [9]	M	0	R	P	P	☐
Saturn [6]	G	0	M	M	M	☐
Uranus [7]	D	0	P	P	P	☐
Venus [2]	G	0	M	M	R	☐

Minos Wasteland
(Requires star map)

Caestus System

Invictus [1]	R	M	M	R	M	☐
Temerarus [2]	R	0	R	P	M	☐

Fortis System

Aequitas [3] **Anomaly:** *N7: Abandoned Mine*	R	0	M	M	R	☐
Pietas [2]	R	0	M	M	R	☐
Vir [1]	G	0	M	M	R	☐

Nubian Expanse

Dakka System

Alkonost [3]	M	0	P	M	P	☐
Bannik [1]	R	0	M	R	R	☐
Gamayun [4]	P	0	P	M	P	☐
Pragia [2] **Mission:** *Jack: Subject Zero*	-	-	-	-	-	☐
Zirnitra [5]	R	0	P	R	M	☐

Kalabsha System

Tefnut [2]	P	0	P	M	P	☐
Yamm [1]	M	M	M	M	M	☐

Qertassi System

Norehsa [1]	M	0	P	M	P	☐

Omega Nebula

DLC

Amada System
(Requires *Normandy Crash Site*)

Alchera [4] **Assignment:** *Normandy Crash Site*	R	0	M	M	R	☐
Anjea [5]	M	0	M	M	M	☐
Eingana [3]	R	M	M	R	M	☐
Karora [2]	M	0	M	M	P	☐
Takkan [1]	M	0	M	M	M	☐

Arinlarkan System

MSV Strontium Mule **Assignment:** *N7: MSV Strontium Mule*	-	-	-	-	-	☐
Utha [1]	R	0	P	R	M	☐

Batalla System

Logasiri [1]	M	0	P	P	R	☐
Nearog [3]	M	M	P	M	P	☐
Thunawanuro [2]	G	R	P	R	M	☐

Fathar System

Dorgal [3]	R	0	P	R	M	☐
Korar [2]	G	0	R	M	M	☐
Lorek [1] **Anomaly:** *N7: Lost Operative*	R	0	M	R	M	☐

Kairavamori System

Sehtor [1]	R	0	R	M	M	☐
Uwan Oche [3]	R	0	R	M	M	☐
Vatar [2]	R	0	R	M	M	☐

Sahrabarik System

Bindur [3]	R	0	P	R	M	☐
Imorkan [2]	M	0	P	M	P	☐
Omega	-	-	-	-	-	☐
Urdak [1]	M	0	P	M	M	☐

The Phoenix Massing
(Requires *Legion: A House Divided*, or *Firewalker Pack*, or *Overlord*)

DLC

Chomos System
(Requires *Firewalker Pack*)

Lattesh [2] **Anomaly:** *Project Firewalker: Geth Incursion*	M	0	P	M	P	☐
Trigestis [1]	M	0	M	P	P	☐

Salahiel System

Ekuna [1]	R	M	R	M	M	☐

The Sea of Storms

Heretic Station **Mission:** *Legion: A House Divided*	-	-	-	-	-	☐

Tassrah System

Ishassara [3]	P	0	P	P	M	☐
Pahhur [1]	R	0	R	M	M	☐
Sarapai [2]	R	0	P	M	R	☐

DLC

Typhon System
(Requires *Overlord*)

Aite [2] **Assignment:** *Overlord*	-	-	-	-	-	☐
Echidna [1]	G	M	M	M	M	☐
Moros [3]	R	P	M	M	R	☐
Ponos [4]	G	0	M	M	M	☐

Pylos Nebula
(Requires star map)

Dirada System

Canalus [3] **Anomaly:** *N7: Anomalous Weather Detected*	R	0	M	M	R	☐
Siano [1]	R	M	R	M	M	☐
Sineus [5]	P	0	P	P	P	☐
Thenusi [2]	R	0	R	P	M	☐
Vioresa [6]	P	0	P	M	P	☐
Zeth [4]	M	0	P	P	P	☐

Kriseroi System

Geus [4]	M	0	P	M	P	☐
Neidus [1]	M	0	M	M	M	☐
Tenoth [5]	M	0	P	M	P	☐
Theonax [2]	R	0	M	R	M	☐
Uzin [3]	M	0	P	M	P	☐

Nariph System

Isale [1]	M	0	P	P	P	☐
Jonus [2]	M	0	P	P	P	☐
MSV: Broken Arrow **Assignment:** *N7: Imminent Ship Crash*	-	-	-	-	-	☐

Satent System

Anedia [3]	R	0	M	R	M	☐
Boro [4]	R	R	M	R	M	☐
Nataisa [5]	M	0	P	M	P	☐
Raisaris [2]	R	R	R	M	M	☐
Rescel [1]	M	0	P	P	M	☐

Rosetta Nebula

Alpha Draconis System

2175 Aeia [1] **Mission:** *Jacob: The Gift of Greatness*	R	M	P	R	M	☐
2175 AR2 [2]	P	0	P	P	M	☐

Enoch System

Goliath [4]	M	0	P	M	P	☐
Joab [3] **Anomoly:** *Archeological Dig Site*	G	R	M	R	P	☐
Laban [1]	R	M	R	P	M	☐
Mizraim [2]	G	R	P	M	P	☐

Phi Clio System

Cyllene [1]	P	0	P	P	P	☐
Parnassus [2]	R	0	R	M	P	☐

Serpent Nebula

DLC

Boltzmann System
(Requires *Kasumi – Stolen Memory*)

Bekenstein [2] **Anomoly:** *Kasumi: Stealing Memory*	D	0	P	P	P	☐
Feynman [4]	M	0	P	P	M	☐
Thooft Asteroid	M	0	M	P	P	☐
Veltman [3]	M	0	M	P	P	☐
Wheeler [1]	M	0	M	P	P	☐

Widow System

The Citadel	-	-	-	-	-	☐

Shadow Sea

Iera System

Horizon [3]	-	-	-	-	-	☐
Prospect [2]	P	P	P	P	P	☐
Venture [1]	R	0	M	M	R	☐
Watchman [4]	M	0	R	P	P	☐

The Shrike Abyssal
(Requires star map)

Urla Rast System

Bovis Tor [1]	**R**	0	M	M	R	☐
Doz Atab [3]	**M**	0	P	M	P	☐
Talis Fia [2]	**G**	M	P	R	M	☐

Xe Cha System

Aphras [2]	**M**	0	M	M	M	☐
Tosal Nym [3]	**R**	R	R	P	M	☐
Vem Osca [4]	**M**	0	P	M	P	☐
Zada Ban [1] **Anomaly:** *N7: Blood Pack Base*	**R**	R	M	M	R	☐

Sigurd's Cradle

Decoris System

Laena [1]	**R**	0	P	M	R	☐
Sanctum [2] **Anomaly:** *N7: Blue Suns Base*	**G**	M	P	R	M	☐

Skepsis System

Crick [4]	**R**	0	R	M	M	☐
Darwin [2]	**G**	0	R	M	M	☐
Keimowitz [6]	**R**	0	P	R	P	☐
Pauling [5]	**P**	0	P	M	P	☐
Wallace [1]	**M**	0	P	M	M	☐
Watson [3]	**G**	R	P	R	M	☐
☾ **Franklin** **Anomaly:** *N7: Javelin Missiles Launched*	**R**	0	R	M	P	☐

Titan Nebula

Haskins System

Capek [1] **Anomaly:** *N7: Hahne-Kedar Facility*	**R**	M	R	P	R	☐

Valhallan Threshold

Micah

Dumah [2]	**M**	0	P	P	P	☐
Elohi [1]	**M**	0	P	M	M	☐
Farlas Asteroid	**R**	M	R	P	M	☐
Israfil Asteroid	**R**	M	R	M	P	☐
Kakabel Asteroid	**R**	M	R	P	R	☐

Paz

Garvug [1]	**G**	R	P	M	M	☐

Raheel-Leyya

The Migrant Fleet **Mission:** *Tali: Treason*	**-**	-	-	-	-	☐

DLC

Viper Nebula
(Requires *Arrival*)

Bahak System

Aratoht [2] **Anomaly:** *Arrival*	**-**	-	-	-	-	☐
Bastzuda [5]	**M**	0	M	M	M	☐
Clogon [1]	**M**	0	R	M	M	☐
Urmola [4]	**M**	0	M	M	M	☐
Yunaca [3]	**M**	0	R	M	R	☐